

II. SPECIFICATION AMENDMENTS

Please replace the paragraph beginning on page 4, line 15 through line 27 as rewritten below:

By the data burst is meant, in this connection, the continuous uninterrupted transmitting of bursty information, such as speech or video. Thus, the duration of a data burst is, for example, equal to the length for which a sender, for example, speaks continuously and thus, when the sender pauses while he is speaking, the data burst also stops. Different types of data bursts are, for example, an audio (speech) burst wherein bursty audio information is transmitted, and a video burst wherein bursty video picture is transmitted. Hence, even a high number of data packets may belong to a data burst, by which data packets is here understood primarily a digital sample taken from analog information, such as speech and picture. Whereas, in the following, by a data frame is understood, for example, when transmitting in an IP-based data network, a uniform entity dataplace around a packet/data packets formed of a header field ~~placed around a data packet/data packets~~ and the data packet/data packets.

Please replace the paragraph beginning on page 11, line 24 through line 36 as rewritten below:

After setting the delay times, it is waited until the set delay time is fulfilled. In the case of the first data packet of the data burst, it is waited that the play-out delay from the arrival of the data packet in question in the device is reached (step 69). In the case of other data packets of the data burst, it is waited that a time of the length of the sampling interval is

reached from the transferring of the data packet preceding the data packet in question, or from the moment the temporally most recent data packet should have been transferred but failed, for example, to arrive within its transfer time and, thus, was not however transferred, for being processed (step 70). When the play-out delay, ~~when~~in case the data packet is the first data packet of the data burst, or when the sampling interval, ~~when~~in case the data packet is other than the first data packet of the data burst, expires, the data packet in question is transferred for being processed, for example, to the player 38 or to some other application or means (step 71).